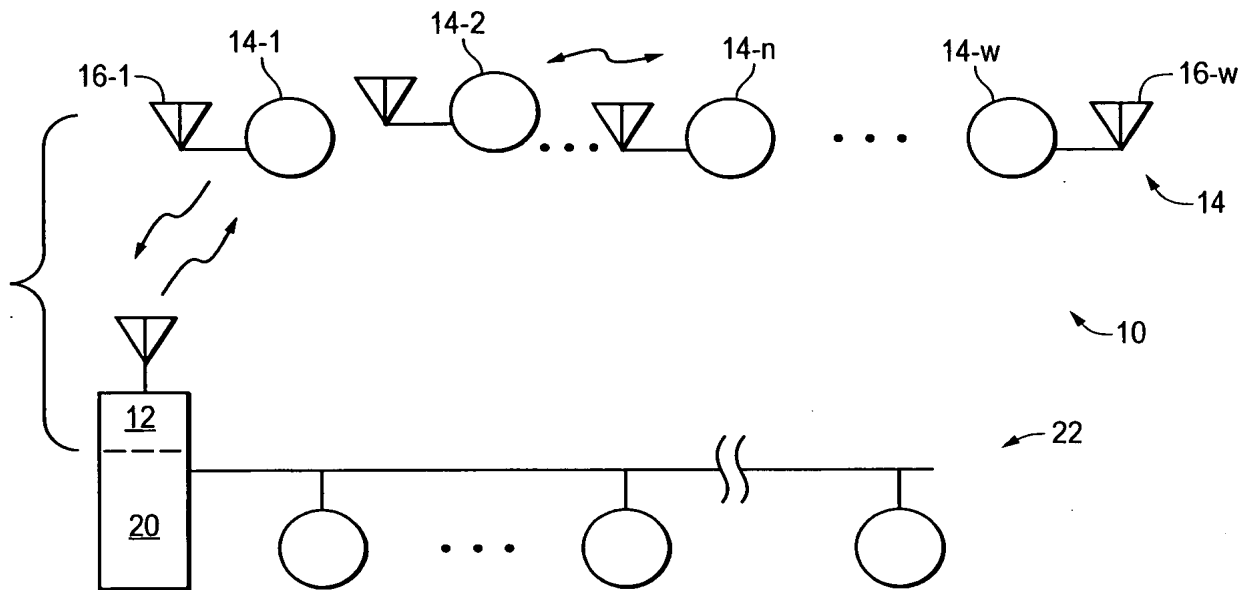




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**FIG. 1**



**FIG. 1A**

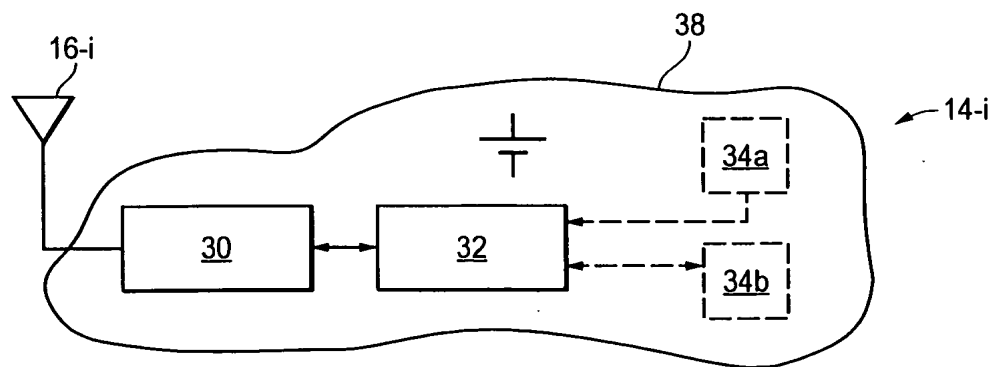
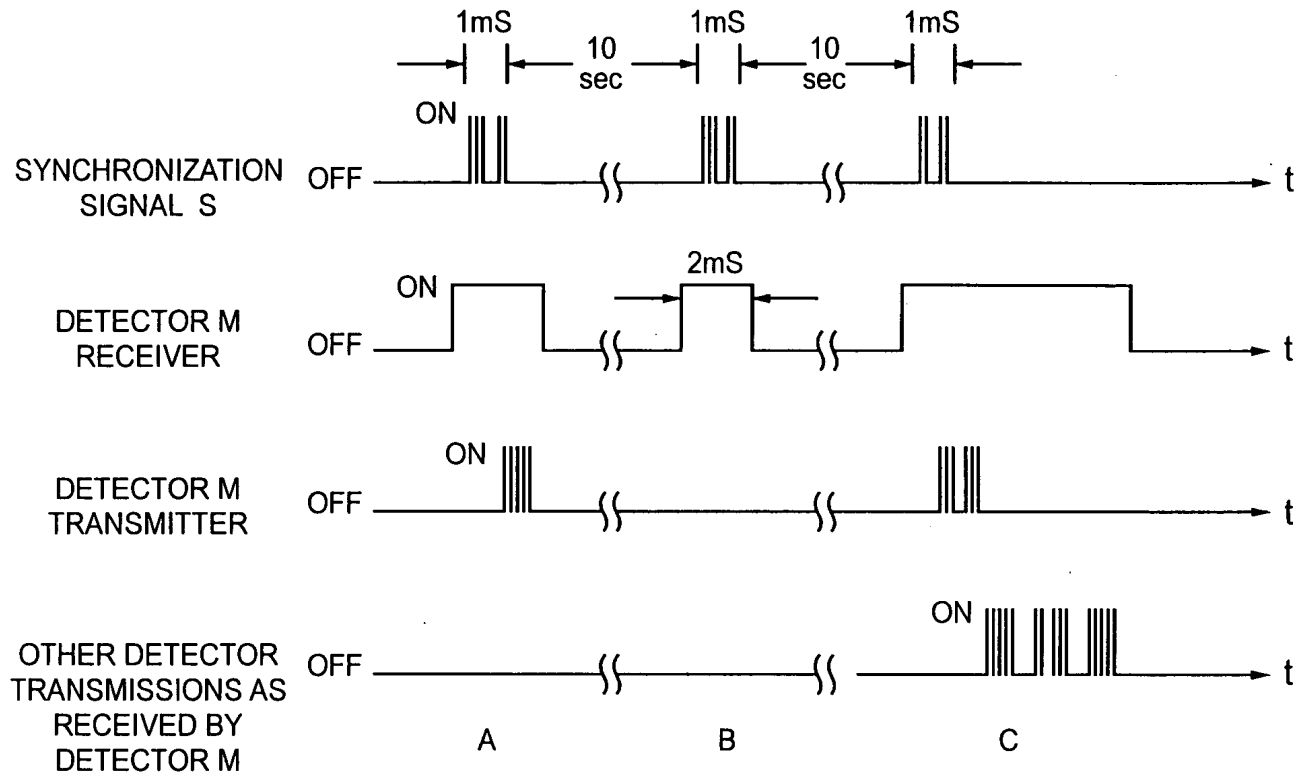


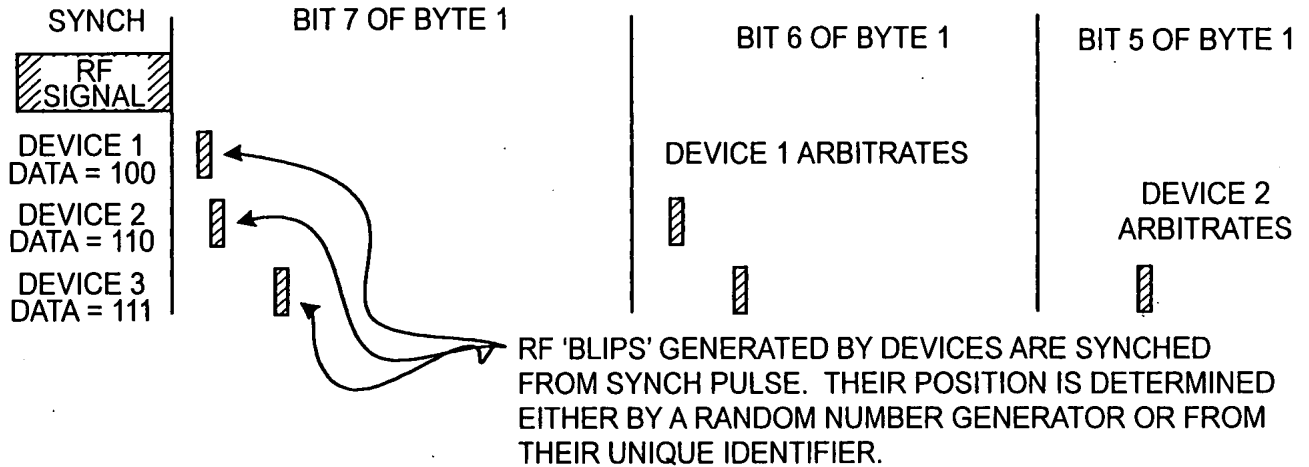
FIG. 2



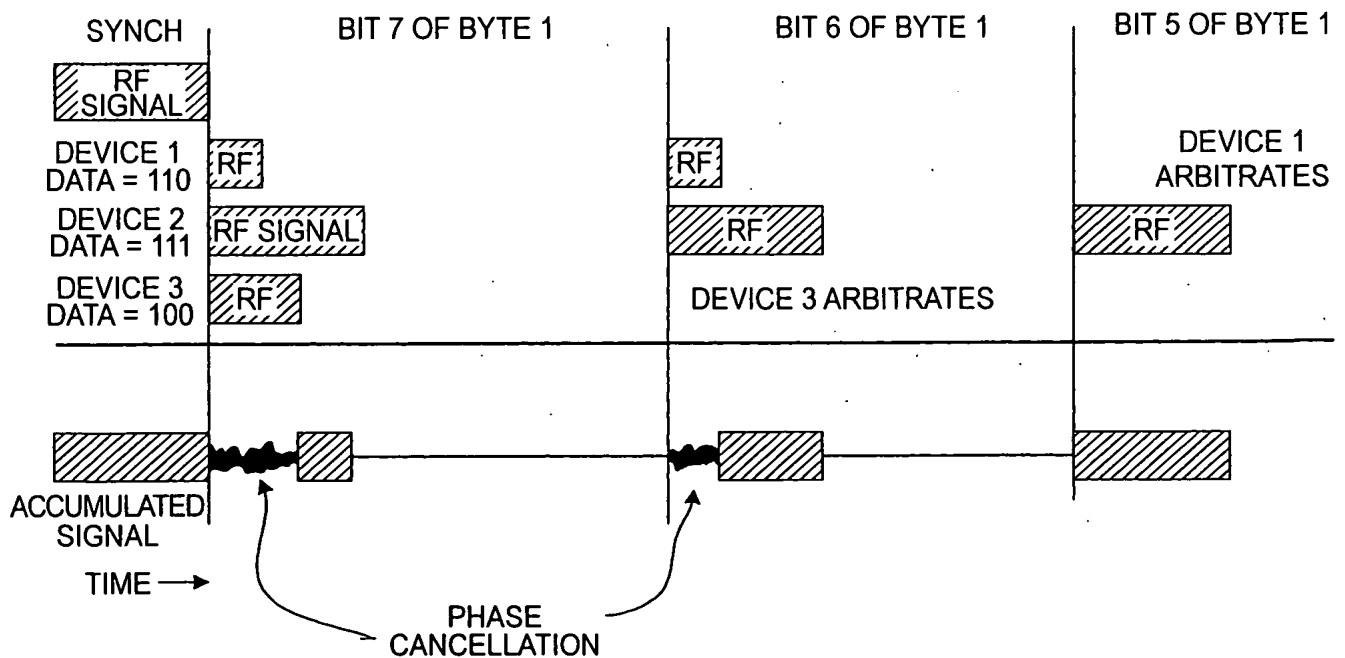
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**FIG. 3**

DEVICES GENERATE DATA BITS THAT HAVE DIFFERENT PULSE POSITION DEPENDING ON EITHER A RANDOM NUMBER OR THE DEVICES UNIQUE ID

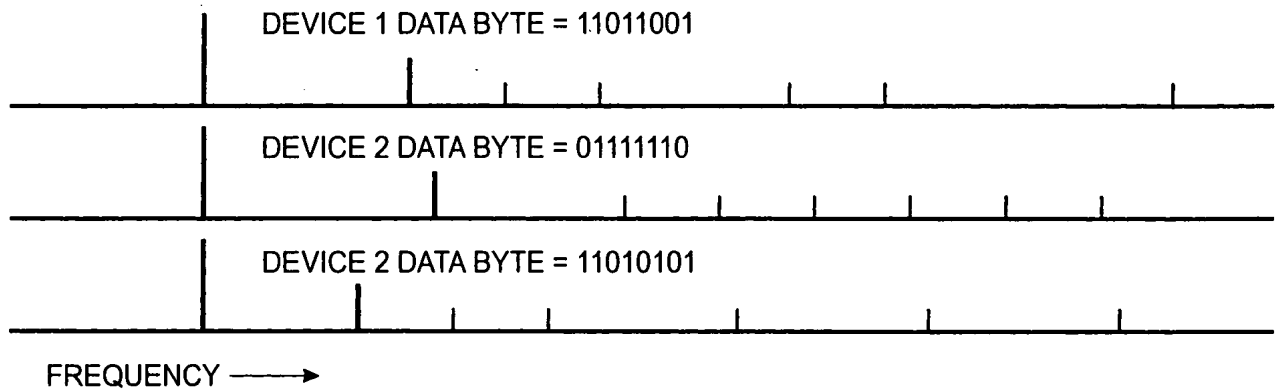
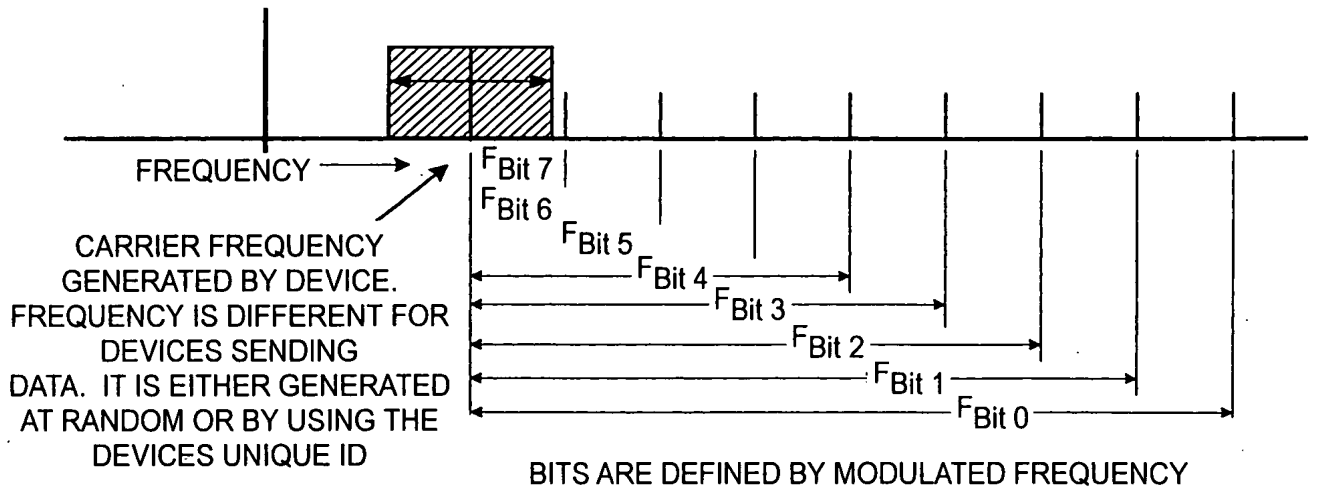


DEVICES GENERATE DATA BITS THAT HAVE DIFFERENT PULSE WIDTH DEPENDING ON EITHER A RANDOM NUMBER OR THE DEVICES UNIQUE ID.



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**FIG. 4**



DEVICES SEND A WHOLE BYTE AT A TIME. AT SOME TIME AFTER STARTING THE TRANSMIT, THEY MONITOR THEIR RECEIVED BYTES AND PERFORM BIT ARBITRATION. IF A HIGHER VALUE IS DETECTED, THEY TURN OFF THEIR TRANSMITTER. AT THE END OF THE BYTE TIME, ONLY ONE DEVICE WILL BE COMMUNICATING.

